

In re Application of G.B. Bende
Serial No.: 09/745,793 Filed: 11/22/2000

IN THE CLAIMS

1-33 (Cancelled)

34. (Original) In a multidimensional digital frame structure, a system for selectively broadcasting, the method comprising:

a frame generator including an overhead generator to generate the overhead section of a frame, a payload generator to generate the payload section of the frame, and an encoder to provide forward error correction (FEC) for the frame; and

wherein the overhead generator includes an input to select node identifiers for insertion into the overhead section.

35. (Original) The system of claim 34 wherein the frame generator defines a frame having an overhead section with a first plurality of overhead section bytes;

wherein the overhead generator selects frame synchronization bytes for insertion into the broadcast frame overhead section, where node identifiers are selected in response to the frame synchronization bytes.

36. (Original) The system of claim 35 wherein the overhead generator selects a plurality of node identifiers from a plurality of frame synchronization bytes.

37. (Original) The system of claim 36 wherein the overhead generator selects frame synchronization byte groups associated with node identifiers.

38. (Original) The system of claim 37 wherein the payload generator generates a message intended for a first node; and

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wherein the overhead generator selects the first node identifier and inserts the frame synchronization bytes associated with the first node into the broadcast frame overhead section.

39. (Original) The system of claim 37 wherein the payload generator generates a message addressed to a first and a second node; and

wherein the overhead generator selects the first and second node identifiers, and inserts the frame synchronization bytes associated with the first and second node identifiers into the broadcast frame overhead section.

40. (Original) The system of claim 37 wherein the overhead generator selects the number of frame synchronization bytes in the overhead section, where node identifiers are associated with frame synchronization byte groups that are differentiated by quantity.

41. (Original) The method of claim 40 wherein the overhead generator selects the quantity of frame synchronization bytes in the range from zero to the first plurality.

42. (Original) The system of claim 37 wherein the overhead generator selects the location of frame synchronization bytes in the overhead section, where node identifiers are associated with frame synchronization byte groups that are differentiated by byte location.

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43. (Original) The system of claim 42 wherein the overhead generator selects frame synchronization byte locations in the range from zero to a first plurality of locations.

44. (Original) The system of claim 37 wherein the overhead generator selects the value of frame synchronization bytes in the overhead section, where node identifiers are associated with frame synchronization byte groups that are differentiated by byte value.

45. (Original) The system of claim 44 wherein the overhead generator selects a second plurality of bits for each frame synchronization byte, where each byte includes a second plurality of bits.

46. (Original) In a multidimensional digital frame structure, a system for selectively receiving a broadcast message, the system comprising:

a frame receiver including an overhead receiver to receive the overhead section of a frame, a payload receiver to receive the payload section of the frame, and a decoder to provide a forward error corrected (FEC) frame; and

wherein the overhead receiver includes an input to acknowledge a node identifier for synchronizing the broadcast message.

47. (Original) The system of claim 46 wherein the overhead receiver acknowledges a node identifier for comparison to a node identifier in the overhead section of the broadcast frame.

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48. (Original) The system of claim 47 wherein the frame receiver defines a frame having an overhead section with a first plurality of overhead section bytes; and

wherein the overhead receiver selects frame synchronization bytes for comparison to frame synchronization bytes in the broadcast frame overhead section, where node identifiers are associated with frame synchronization bytes.

49. (Original) The system of claim 48 wherein the overhead receiver selects frame synchronization bytes to form the acknowledged node identifier; and

wherein the overhead receiver groups received frame synchronization bytes, and compares the selected frame synchronization bytes with the received grouping of frame synchronization bytes.

50. (Original) The system of claim 49 wherein the overhead receiver acknowledges a node identifier from a plurality of node identifiers.

51. (Original) The system of claim 50 wherein the overhead receiver acknowledges a first node identifier; and

wherein the frame receiver synchronizes the broadcast frame in response to the overhead receiver acknowledging the first node identifier.

52. (Original) The system of claim 51 wherein the overhead receiver acknowledges a second node identifier; and

wherein the frame receiver does not synchronize the broadcast frame in response to the overhead receiver acknowledging the second node identifier.

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53. (Original) The system of claim 50 wherein the overhead receiver acknowledges a node identifier by selecting frame synchronization bytes to form a group of frame synchronization bytes, differentiated from other frame synchronization byte groups by quantity.

54. (Original) The system of claim 53 wherein the overhead receiver acknowledges a node identifier by selecting frame synchronization bytes to form a group of frame synchronization bytes, differentiated from other frame synchronization byte groups by byte location.

55. (Original) The system of claim 53 wherein the overhead receiver acknowledges a node identifier by selecting frame synchronization bytes to form a group of frame synchronization bytes, differentiated from other frame synchronization byte groups by byte value.

56. (Original) The system of claim 53 wherein the overhead receiver selects a frame synchronization byte bit error rate; and

wherein the overhead receiver forms groups of received frame synchronization bytes having a bit error rate that is less than, or equal to, the selected bit error rate.

57-61. (Cancelled)